

BOSTON UNIVERSITY INTRAMURALS
Department of Physical Education, Recreation, and Dance
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INTRAMURAL CO-REC ICE BROOMBALL

*****PLAY AT OWN RISK--Players are reminded that they participate in Intramural Sports at their own risk. Boston University cannot accept liability for the injury of participants in the Intramural Sports Program. Team Captains need to make sure that their players are aware of this before being allowed to participate.*****

CAPTAIN'S MEETING - There will be a mandatory team captain's meeting that MUST be attended by a representative, captain or co-captain preferred, from each team. The Captain's Meeting Schedule can be found at: <http://www.bu.edu/fitrec/intramural/>. Each team MUST have a representative present. If a team is not represented they waive their right to veto any schedule change proposed at the meeting, and may forfeit their right to future schedule change requests. Bring along this sheet for a reference to discuss the different items. Schedules will also be handed out at this time.

TERRIER CARDS - It will be necessary for ALL members of each team to present a Terrier Card in order to play (NO EXCEPTIONS). The Supervisor will hold all Terrier Cards until the conclusion of competition when all equipment has been returned in the condition it was distributed.

JEWELRY/HATS - No player will be allowed to wear necklaces (including HEMP necklaces), rings, earrings, barrettes, or any other kinds of jewelry. There are NO exceptions to this rule!!! Players are not allowed to cover jewelry with tape or "BAND-AID". Winter hats or baseball hats may be worn under a helmet. **Do not take valuables to Intramural games and leave them unattended. There has been money, jewelry, etc. stolen while persons participate. Intramural Supervisors are not allowed to keep valuables for individuals during games.

OFFICIAL'S JUDGMENT - Broomball is a very difficult sport to officiate due to the large number of judgment calls involved in the game. I will guarantee that there will be missed calls during every game played. There is never a "perfect game" called in any sport at any level because of all the judgment calls involved. Remember, if it wasn't for these students, just like yourself, there would not be an intramural program at all. Teams, individuals, etc., not showing respect to the officials will be disciplined as necessary.

PROTECTIVE EQUIPMENT - Protective equipment such as knee braces are allowed in intramurals. However, the Intramural Supervisor has the final say as to whether a protective device is legal. If it is a situation where metal or plastic protrudes off of the device, the Intramural Supervisor may require an individual to repair (cover) the device before participating. Devices such as casts, splints, or any other non-pliable restrictive devices used for repair of an injury are not allowed in intramurals even if padded.

GENERAL RULES:

A. NUMBER OF PLAYERS - A team is comprised of six players, three male and three female. A team must have a minimum of five players to start a game within five minutes of the scheduled start time or the game will be forfeited. If a team has only two players of one gender present, a male to female ratio of 3-to-2 must be maintained on the ice at all times (i.e. 3 men-2 women, 3 women-2 men). If at any time a team goes below five players due to players being ejected, the game will be forfeited. If a team has two or more players ejected during the course of a game, the game will be forfeited.

B. SCORE SHEET - Team captains are to fill out their entire lineup, (first and last name, and uniform number) on the score sheet prior to the start of the game, **even if a player will be arriving to the game late.** If names are added, numbers changed, wrong number, etc., there will be a minor penalty imposed at that point. For multiple occurrences of players being added to the score sheet in the same game, a minor penalty will be imposed for each occurrence.

C. GAME TIME - Clock will start at the scheduled game time, regardless if teams are on the ice or not. Games are divided into three twelve-minute periods with the clock running continuously except for time-outs and injuries. The clock will stop at each whistle during the last two minutes of the game, unless at the two minutes mark one team is ahead by four or more goals. There will be a one-minute intermission between each period. Any time one team is ahead of their opponent by seven goals, the game will end due to the mercy rule.

D. TIME-OUTS - Each team is allowed one time-out per game, and will last one minute. Time-outs cannot be carried over from regulation into the overtime. Time-outs can only be called during a stoppage in play.

E. OVERTIME - If a tie exists at the end of a game, a three-minute sudden victory overtime period will be played until the tie is broken. The clock will run continuously for the entire overtime period. If the tie is not broken, a five-person shoot-out will take place. If the score is still tied, a sudden victory shoot-out will take place until the tie is broken. If time does not permit for the three-minute overtime, the game may go straight to the penalty shoot-out. The supervisor on site will make this call if need be.

F. EQUIPMENT

1. All players must wear hockey helmets (provided by IM Dept.) with the chin strap securely fastened. Players may wear their own helmet only if they have a full-face mask and chin strap.

2. Footwear must have a smooth rubber sole. Running, basketball, tennis sneakers, or broomball shoes are recommended. Leather-soled shoes and sandals will not be allowed.

BOOTS OF ANY TYPE WILL NOT BE ALLOWED (INCLUDING, BUT NOT RESTRICTED TO: WORK BOOTS, HIKING BOOTS, COMBAT BOOTS and COWBOY BOOTS) These types of footwear pose a potential danger to the players and to the officials. Anything that may be interpreted by the supervisor as boots may NOT be worn.

3. Brooms are supplied by the Intramural Department.

4. Gloves are not provided, though they are strongly recommended. Kneepads are not provided, but should you like to wear your own (i.e. ice hockey or soccer shin pads), you will be allowed to do so.

5. Goalies will be allowed to wear a baseball/softball glove to assist in stopping the ball.

G. START OF PLAY -

1. A face-off is conducted to start play. The ball will be dropped by the official at center ice. Players are not to touch the ball until AFTER it has hit the ice. If the ball is touched before it hits the ice, the whistle will be blown and the face-off will happen again.

2. The officials will determine the position of subsequent face-offs.

H. OFFSIDES - There is no offside in ice broomball except during a face-off, in which case each player has to be on his/her defensive side of the ball. There is no icing in broomball.

I. CHECKING - THIS IS A NO-CHECK LEAGUE.

J. SLIDING - There is no sliding to block shots or passes (does not apply to goalkeepers in the crease area). This includes dropping down to one or both knees. Sliding will only be allowed if person stays on their feet. Voluntary sliding, as determined by the officials, will result in a minor penalty.

K. GOALKEEPER REGULATIONS - A team shall have ONLY ONE GOALKEEPER, or player with goalkeeper's equipment and privileges on the ice at any time. In case a player substitutes for the goalkeeper, he/she shall be given the same privileges as the goalkeeper; he/she must report to the referees as a goalkeeper.

L. GOALKEEPER'S PRIVILEGED AREA - (as adapted from MRPA Broomball Guide)

1. The goalkeeper's privileged area is defined as an imaginary box extending from the face-off dots back to the end boards.

2. Within the privileged area, the goalkeeper may:

- a. In stopping the ball: catch, trap, cover, or bat it with the hands, feet, or broom in any direction.
- b. NOT pick up or palm the ball if the ball is directly passed to them.
- c. NOT hold the ball more than three (3) seconds. Should anyone prevent the goalkeeper from clearing the ball within 3 seconds, that person will be charged with a possession foul. All players must retreat at least ten (10) feet from the goalkeeper in order not to be charged with this penalty.

NOTE: Should the goalkeeper freeze the ball in the absence of the opposing team, a "delay of game" warning will be given for the first incident and a minor penalty will be called for each incident thereafter.

d. NOT clear the ball (except with the broom) beyond the blue line in the goalkeeper's zone without contact. The ball must hit the boards or a teammate before crossing the blue line.
PENALTY: Possession Foul.

e. NOT proceed past the blue line. PENALTY: Minor (Exception: The goalie is being pulled)

3. Any minor penalty incurred by a goalkeeper, whether for a foul within the privileged area or elsewhere, shall be served by a teammate on the ice at the time of the infraction and chosen by the fouling goalkeeper's captain.

4. Any combination of males and females must each play goalie for at least one period.

5. The goalie is the only player allowed in the crease before the ball enters the crease.

6. The goalie may only be pulled during the 3rd period, and can only re-enter at a stoppage in play.

When the goalie is pulled, no player may exercise the rights of the goalie until the goalie is re-entered into the game. The goalie can be pulled during a delayed penalty opportunity.

M. SHOOTOUT REGULATIONS

1. Five (5) players shoot on the opposing goalkeeper (goalkeeper may be of either sex).

2. Including the goalkeeper, each team must have three men and three women active in the shoot-out.

3. The first shooter will be the opposite gender of the opposing goalie.

4. Shots will be from 15 feet away.

5. The goalie must remain the same throughout the shootout.

6. If after five shooters the score is tied, it will go to sudden death, continuing with alternating gender.

7. Every member of each gender of a team must shoot before a member of that gender can shoot again.

8. Goalies must be in contact with the goal line until the ball is touched.

N. TYPES OF FOULS - There will be 4 types of fouls: Non-Flagrant Fouls/Possession Fouls, Minor Penalties, Major Penalties, and Match Penalties.

THE INFRACTIONS LISTED BELOW WILL RESULT IN A POSSESSION FOUL.

Non-Flagrant Fouls *

- Kicking the ball (does not apply to goalkeeper)

- Kicking the ball to a teammate, down the ice, or out of the way of another person -- dribbling the ball to yourself will not be penalized.

- Kicking the ball over two lines is a dead ball and change of possession.

- Batting the ball forward with the hand. (Using your hand is allowed, but the ball must be caught and quickly put directly on the ice.)

- Goalkeeper freezing the ball.

- High Broom – batting the ball out of the air with the broom above the waist away from other players.

- Offensive player in the goal crease.

* Non-flagrant fouls will be waved off by the official if the non-offending team gains possession immediately after the foul.

POSSESSION FOULS SHALL CONSIST OF ONE DIRECT FREE SHOT (players from the defending team must be at least ten feet away until the ball is touched).

a. If the foul is committed in the DEFENSIVE ZONE - the opposing team gets the ball at the blue line in the defensive zone of the team that committed the foul.

b. If the foul is committed in the OFFENSIVE ZONE - the opposing team gets the ball at the blue line closer to the offensive zone of the team that committed the foul.

c. If the foul is committed in the NEUTRAL ZONE - the opposing team gets the ball at their offensive blue line.

MINOR PENALTIES

Delay of game	Roughing	Refusal to start play
Holding	Elbowing	Illegal equipment
Illegal substitution	Charging	Playing with a broken broom
Interference	Tripping	Playing with two brooms
Slashing	Sliding	Illegal face-off (after warning)
Unsportsmanlike conduct		

High Broom - Stick coming above the waist with an opponent within 3 feet (or when such action endangers the opponent), without contact. High Broom may also be called as a running foul if no one is in the immediate vicinity. Repeated high broom fouls may result in a minor penalty.

** The officials reserve the right to upgrade any and all of these penalties as they see fit.

**Players are responsible for their sticks at all times, even if they lose possession. Ex. Dropping a stick that trips an opposing player, even if unintentional, may be called a penalty.

MINOR PENALTIES SHALL CONSIST OF TWO (2) MINUTES IN THE PENALTY BOX.

PENALTY TIME WILL BE STOP TIME. SHOULD A GOAL BE SCORED BY THE OPPOSING TEAM DURING THAT TIME, IF THERE IS A MAN-ADVANTAGE, THE PENALTY WILL THEN BE CANCELED. Should an individual commit three minor penalties in a particular game, the third penalty becomes a major penalty (5 minutes). The fourth results in an ejection.

MAJOR PENALTIES

Hitting from behind
Boarding
Kneeing
Kicking

* May include all of the minor penalties with concurrent injury of the person against whom the foul was committed.

MAJOR PENALTIES SHALL CONSIST OF FIVE (5) MINUTES IN THE PENALTY BOX, AND COULD RESULT IN EJECTION FROM THE GAME. PENALTY TIME WILL BE STOP TIME. At no time will this penalty be shortened. Should a goal be scored by the opposing team during that time, the player in the box SHALL STAY IN THE BOX for the remainder of the penalty time and the offending team shall remain short-handed during this time. Should an individual commit TWO MAJOR PENALTIES, THE SECOND SHALL RESULT IN A MATCH PENALTY (EXPULSION). The officials reserve the right to upgrade any and all of these penalties as they see fit.

MATCH PENALTIES – The following situations will result in a match penalty being issued.

Intentional attempt to injure an opponent.
Throwing of broom or helmet.
Fisticuffs/Fighting
Leaving the team bench to get involved in an altercation
Refusal to comply with officials' directives.

* May include all of the major penalties with concurrent injury of the person against whom the foul was committed.

MATCH PENALTIES SHALL CONSIST OF EJECTION OF THE OFFENDING PLAYER. Ejected players must also contact, and meet with, the Intramural Manager to determine their status before being allowed to participate in future intramural sports.

O. PENALTY SHOTS - will be assessed under the following circumstances:

1. Holding, hooking, or obstructive fall when a player is withheld while he/she is in his/her attacking zone, and he/she is deprived of a scoring opportunity.

2. Hitting from behind, if the gesture is made and deprives the opponent of having a break away with an open shot on goal.

3. A defensive player other than the designated goalkeeper is found in the crease before the ball enters the crease in order to make a save (intentional or not).